

The Town has experienced a transition from residential to commercial occupancies along U.S. 158 where zoning is compatible. Modernization, rehabilitation, remodeling, and upgrading of older structures is a trend throughout the Town.

The Town anticipates the development of new market forces impacting Kill Devil Hills during the next five years. These forces could trigger a redevelopment proposal, or a redevelopment plan may be developed by the Town itself.

Over 73% of survey respondents agreed or strongly agreed, while only 6.5% disagreed or strongly disagreed, that private redevelopment efforts should be encouraged to preserve or continue the general residential building type or character.

A policy identical to the policy which follows was included in the 1993 Update and similar strategies for its implementation were carried out by the Town.

#### POLICY

The Town supports redevelopment of developed areas only after the review of any redevelopment plans for consistency with the Town's land use strategy.

With respect to redevelopment of non-commercial land fronting on U.S. 158, the Town shall encourage the preservation of existing residential land use along those portions of U.S. 158 not zoned commercial.

#### IMPLEMENTATION STRATEGY

All redevelopment plans will be reviewed by the Planning Board and Board of Commissioners for consistency with the Town's zoning ordinance and land use plan.

In an effort to judge the desirability of any redevelopment proposal, the Town may consider amending the zoning ordinance to address redevelopment issues such as protecting the character of the area (appearance) and the natural environment, while eliminating non-conformities where practicable.

### 7. **State and Federal Programs**

#### BACKGROUND

1. **Erosion Control:** The Town has generally supported but has reserved the right to oppose specific sections of state and Federal programs.
- b. **Public Building Accessibility:** The Town has generally supported the Americans with Disabilities Act, but has reserved the right